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**RAINBOW SIX  
 UPGRADES**



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COMING SOON



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Blood  
 Mild Language  
 Violence

# ROCKY BALBOA™



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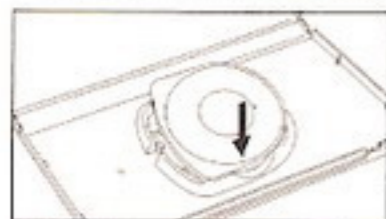
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

### Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

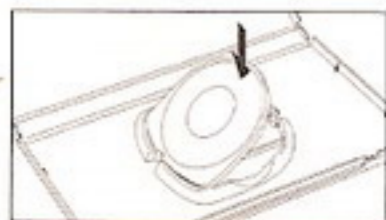
### Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



#### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



#### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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## NetBSD

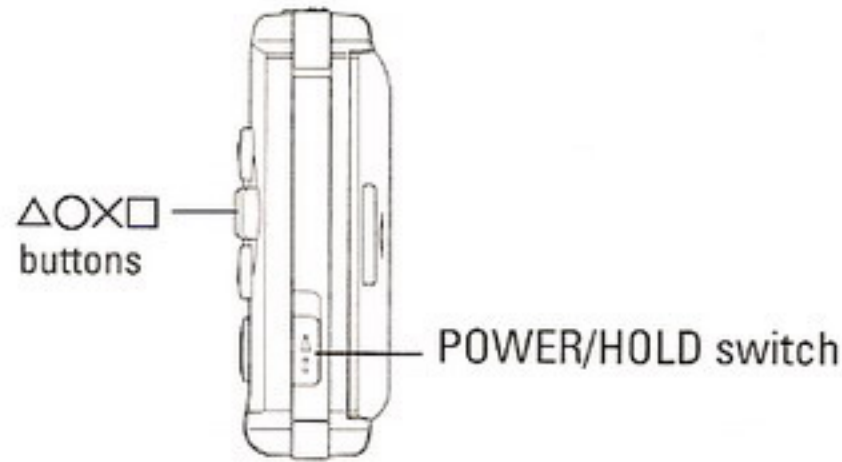
The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/pspnet.txt>

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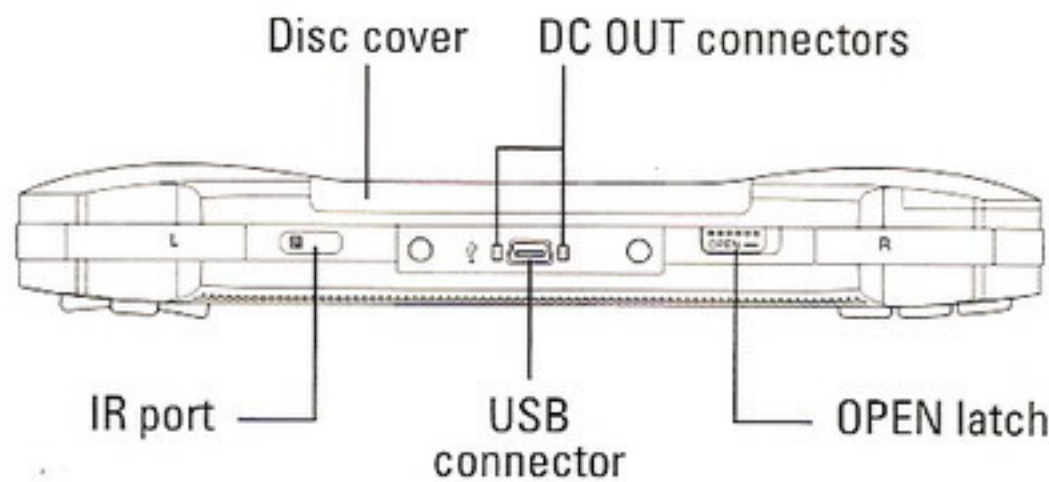
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# GETTING STARTED

## Right side view



## Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Rocky Balboa™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **X** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

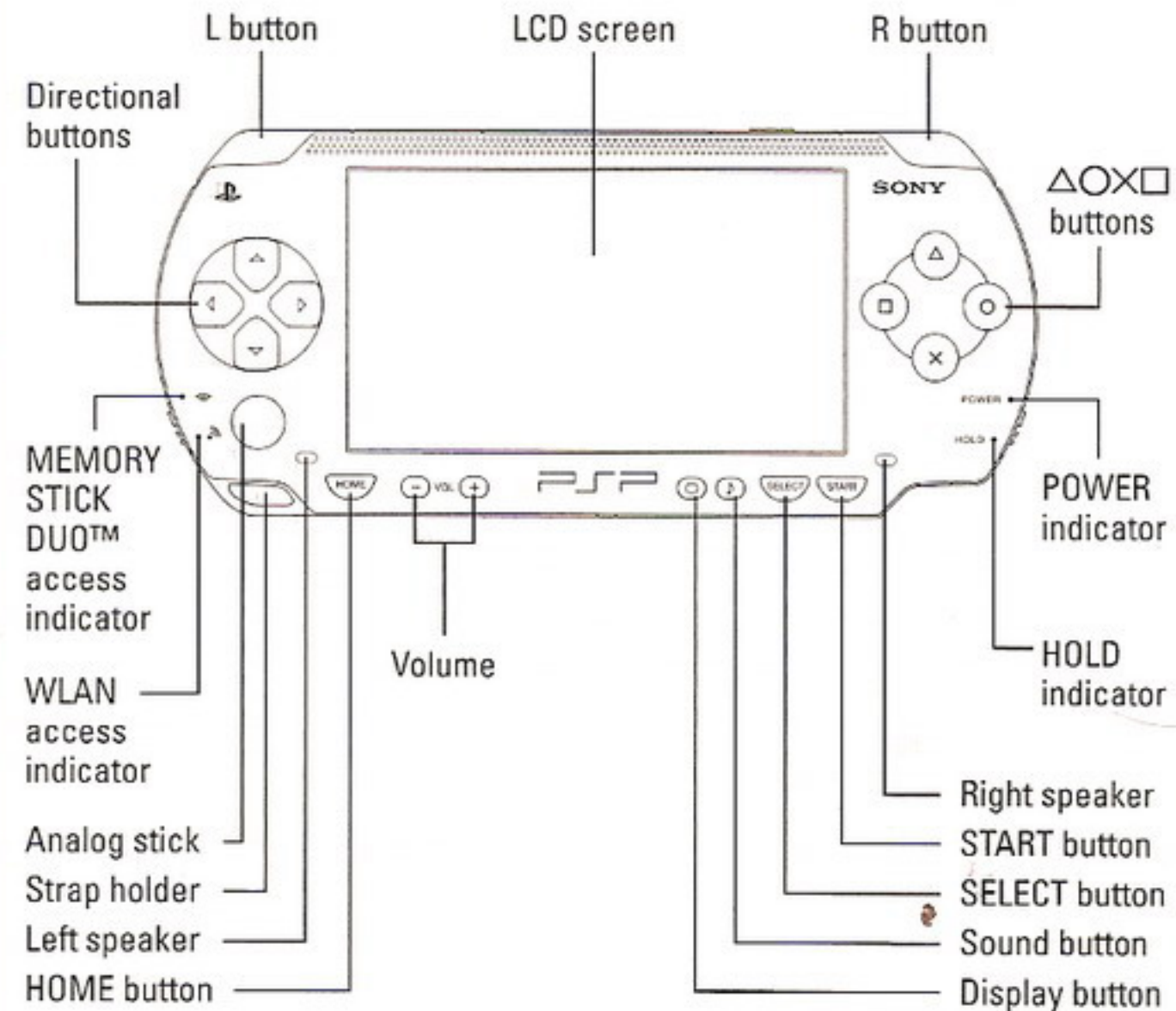
## Memory Stick Duo™

*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

# STARTING UP

## PSP® (PlayStation®Portable) system configuration



## Game Controls

### Moving

- Moving ..... Analog stick any direction when out of fighting range
- Stepping Out ..... L button + analog stick to step out of fighting range
- Step Back ..... Down button to back out of fighting range

### Guarding (blocks where guard is)

- Guard Head ..... Analog stick centered
- Guard Head Strong ..... Analog stick up
- Guard Body ..... Analog stick down

## Strafing

Strafe Left ..... Analog stick left

Strafe Right ..... Analog stick right

## Pushing

Push Back ..... Up button

Push Left ..... Left button

Push Right ..... Right button


## Straights

Straight Left .....  button

Straight Right .....  button


Body Blow Left ..... Analog stick down +  button

Body Blow Right ..... Analog stick down +  button

Jab Left ..... Analog stick right +  button

Jab Right ..... Analog stick left +  button


Cross Left ..... Analog stick left +  button

Cross Right ..... Analog stick right +  button


## Hooks


Hook Left .....  button


Hook Right .....  button


Hook Body Left ..... Analog stick down +  button


Hook Body Right ..... Analog stick down +  button

Quick Hook Left ..... Analog stick right +  button

Quick Hook Right ..... Analog stick left +  button


Big Hook Left ..... Analog stick left +  button

Big Hook Right ..... Analog stick right +  button



Killer Hook Left ..... Analog stick left +  button +  
 button

Killer Hook Right ..... Analog stick right +  button +  
 button

## Uppercuts



Uppercut Body Left ..... Analog stick down +  button +  
 button

Uppercut Body Right ..... Analog stick down +  button +  
 button

Strong Uppercut Left ..... Analog stick down +  button +  
 button

Strong Uppercut Right ..... Analog stick down +  button +  
 button

Leaned Uppercut Left ..... Analog stick left +  button +  
 button

Leaned Uppercut Right ..... Analog stick right +  button +  
 button

## Weaving and Ducking (with counterattacks)

*Ducking* .....R button + analog stick up

### Counter-Punches:

Uppercut Body Left .....□ button

Uppercut Body Right .....△ button

Strong Uppercut Body Left .....× button

Strong Uppercut Body Right .....○ button

Uppercut Head Left .....× button + □ button

Uppercut Head Right .....△ button + ○ button

Strong Uppercut Head Left .....□ button + △ button

Strong Uppercut Head Right .....× button + ○ button

*Weaving Back* .....R button + analog stick down

### Counter-Punches

Straight Left .....□ button

Straight Right .....△ button

*Weaving Left* .....R button + analog stick left

### Counter-Punches

Quick Hook Right .....○ button

Killer Hook Left .....× button

Uppercut Left .....□ button

*Weaving Right* .....R button + analog stick right

### Counter-Punches

Quick Hook Left .....× button

Killer Hook Right .....○ button

Uppercut Right .....△ button

## **BOXER MOODS**

A pool of basic moods gives each boxer a variety of fighting stances to match their characteristic styles and personalities. As the fight evolves, the boxer's moods vary according to the different situations they encounter.

In addition to these basic moods, the boxers have Power Moods attributed to them, which can create dramatic turnarounds in a fight.

Each mood is represented by a special set of animations and affects punch attributes as well as available special punches.

### ***Normal Mood***

This is the basic mood with a regular boxing stance. The guard is well-maintained and appropriately protects the covered region while bobbing around the ring. All basic boxing moves are available.

### ***Eye of the Tiger Mood***

The boxer maintains an aggressive, open stance, with one arm out and the other ready to inflict pain. The boxer is immune to punches and can counter using only strong boxing moves.

### ***Dancer Mood***

This is a dancing stance with lots of bobbing and quick punches – based on Apollo Creed.

### ***Tornado Mood***

Fast and quick-moving, but with no dancing. The boxer fights with a quick flurry of punches.

### ***Killer Mood***

This is a strong stance with almost no guard and killer punches. The boxer reacts and fights with rage – based on Clubber Lang.

## **Machine Mood**

This quiet, stable, confident position uses strong hits and precise punching, aiming from high to low – based on Ivan Drago.

## **Train Mood**

A slower but unrelenting fighting style using powerful, damaging punches – based on Rocky's fighting style in *Rocky Balboa* the movie.

## **Tired Mood**

This is a fatigued boxing stance, with shoulders and arms lowered. The boxer's guard must be raised to protect his face; otherwise the guard slowly drifts down. The boxer walks around the ring instead of bobbing and all basic boxing moves are available, though they take more time to accomplish.

## **Very Tired Mood**

This stance has the boxer's shoulders and arms even lower than when the boxer is in the tired mood; he must constantly re-raise his guard to make sure it protects his face. The boxer no longer bobs, but rather drags himself around. All basic boxing moves are available from this mood, but each punch leaves a large opening for the opponent to take advantage of.

# **POWER MOODS**

Power moods are triggered by two different situations: dominating or being dominated by an opponent.

## **Power Mood by Aggression**

If you maintain a constant successful attack on your opponent, your fighter will switch into his power mood automatically.

## **Power Mood Reversal**

If your opponent maintains a constant successful attack against you, putting you in a disadvantaged situation, you will have the opportunity to instantly trigger your power mood by landing the requisite trigger. These triggers vary depending on the boxer and are displayed on the Character Selection screen when you select him.

## **Power Mood Trigger**

When in trouble, your Health bar (green bars at the top of the screen above the boxer names) will flash white to indicate that you can trigger your power mood and have the opportunity to turn the situation around. While you are in your power mood, the Health bar will continue to glow white until the power mood expires or your mood is broken by your opponent. Your opponent's Health bar will do the same, allowing you to keep an eye on his status.

## **Mood Breaker**

It is possible for you to break your opponent's power mood with the correct trigger, and your opponent can do the same.

# **INSIDE THE RING**



## **Health**



The Health bars at the top of the screen are indicators of the boxers' overall health throughout the entire match. When the boxer's health is very low, the bar turns red to warn you of your fighter's limited resources. As mentioned previously, the Health bars also indicate potential mood activation and mood status (by flashing and turning white).

## Breath and Stamina



When you start the match, this indicator shows your Breath (short-term energy reserve) as white bars and your Stamina (long-term energy reserve) as red bars.

As your boxer fights, you'll notice the white bars turn gray. If your boxer manages to avoid being hit and doesn't expend energy fighting, his Breath will recover and the gray bars will turn white again.

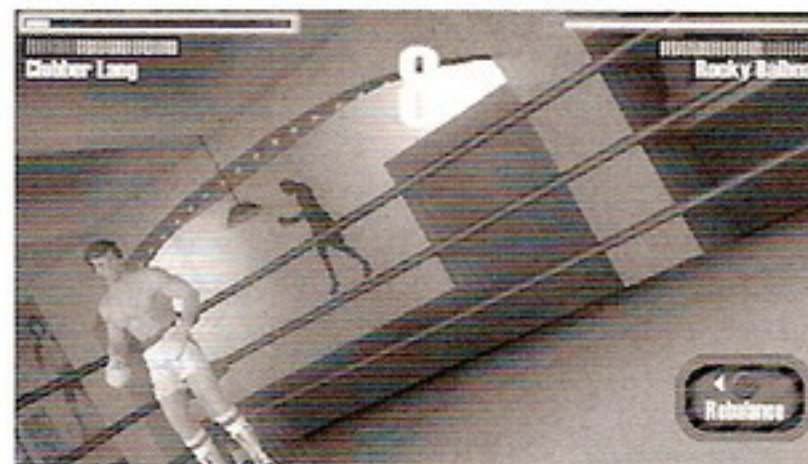
However if the short-term Breath reserve is exceeded, the red bars will start turning dark red to indicate that the energy expenditure is now beginning to tap his Stamina (long-term reserves). Should this condition persist, and the boxer is not given the opportunity to recover, the dark red bars will begin turning blue to indicate a permanent loss of Stamina for the round.

When all the red bars have turned blue, the boxer will begin falling into tired mood and his fighting will be impaired while his breath recovers; he won't have long-term resources left to tap.

In longer matches, fighters may find themselves starting later rounds with one or more blue bars to simulate the gradual loss of energy boxers experience in long matches.

## Countdown

If your boxer gets knocked down to the mat, the camera switches to a blurry First-Person View. The camera is tilted and you must stabilize the boxer's vision using the analog stick before the Ten Count (simulating the process of getting up). The ability to get up is dependent on the boxer's health, stamina, and the number of times he's been knocked down already.



## GAME MODES

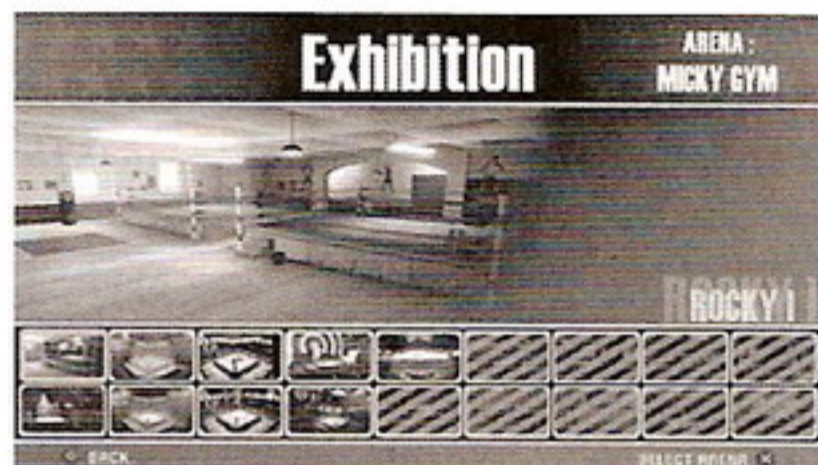
### Mickey's Corner

This is the Tutorial mode. You have about 30 information cards at your disposal to learn more about how improve your skills. For each, you'll be able to play a tutorial.



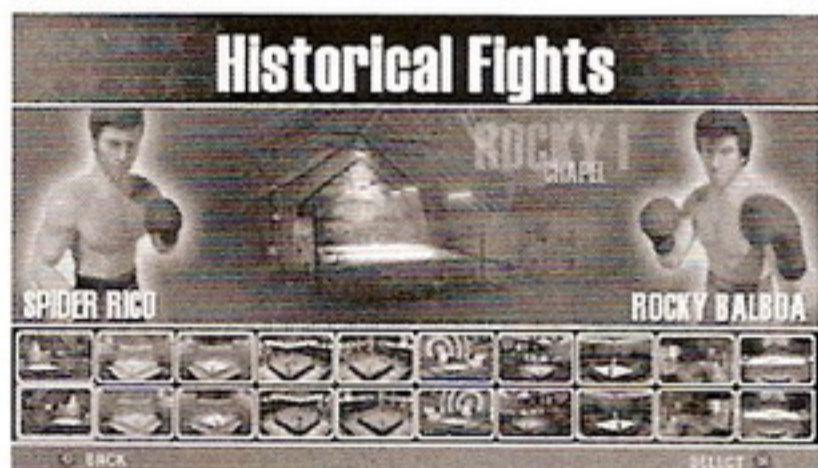
## Exhibition

This is the generic boxing fight mode. You select a boxer, an opponent, the location, and the attributes of the fight: the number of rounds, the round duration, and if the 3-Knockdown rule applies.



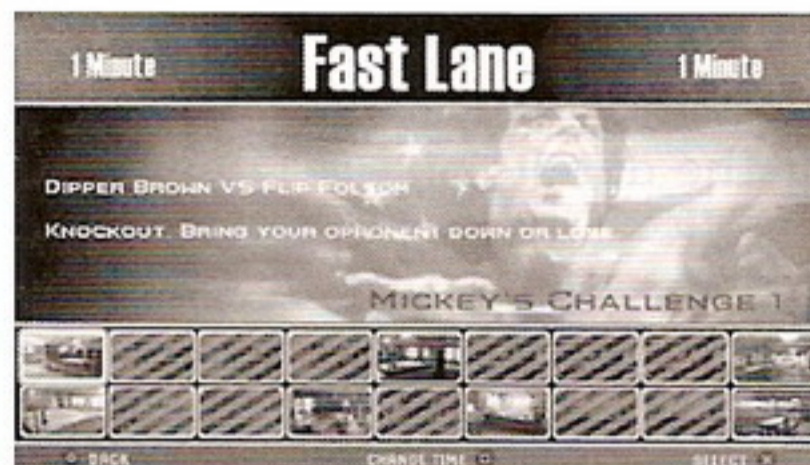
## Historical Fights

This fight mode allows you to access famous fights from the original *Rocky* movies. Movie footage is used to help you relive the dramatic context of the fight. You're then placed in the fight with pre-selected boxers, arena, and fight attributes. As soon as you win a fight, you unlock the ability to replay that fight as the opponent.



## Fast Lane

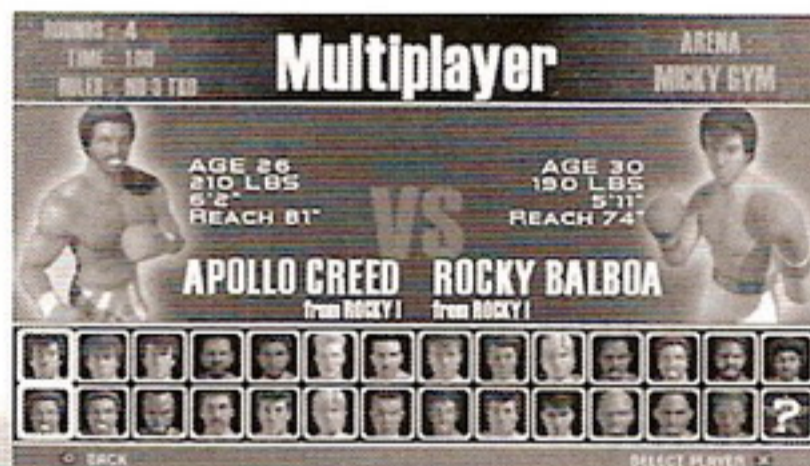
This mode is specifically designed for a quick, opportunistic play session; it lets you select a specific amount of time to play: 1 minute, 2 minutes, 3 minutes, 5 minutes, or 10 minutes. Once the game length has been chosen, you start a fight with pre-selected boxers, location, and fight attributes, allowing you to just jump in and fight. There are 90 such fights to play.



## Multiplayer

Multiplayer allows you to create a game and invite an opponent to play against you via the PSP® system's Wi-Fi connection. You and your opponent select your boxers, the location, and the attributes of the fight: the number of rounds, the round duration, and if the 3-Knockdown rule applies.

This mode uses Ad Hoc mode, a Wi-Fi feature that allows two individual PSP® systems to communicate directly with each other.





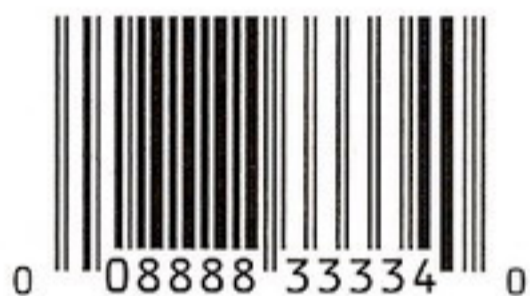
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Thanks,  
The Ubisoft Team

Rocky Balboa™

Proof-of-Purchase



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## NOTES

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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

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Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

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**Within the 90-Day Warranty Period:** Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

**After the 90-Day Warranty Period:** Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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### WARRANTY ADDRESS AND CONTACT INFORMATION

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